Spy vs Spy™

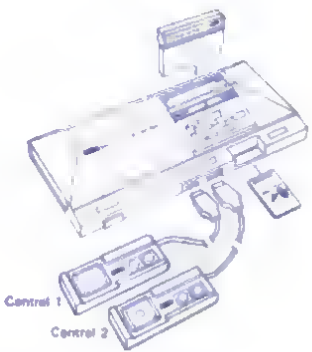
SEGA

READ THIS BEFORE YOU START

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

HOW-TO-USE SEGA CARD MEGA CARTRIDGE

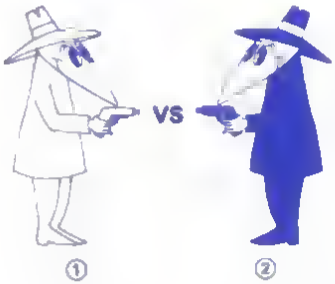
1. Make sure that the POWER SWITCH is "OFF".
2. Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration below).
3. Turn the POWER SWITCH "ON". If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
4. After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



WHAT ACTUALLY IS THE MISSION OF THE ESPIONAGE AGENTS OF "SPY VS SPY"?

"HECKEL," the white spy and "JACKEL," the black spy are the characters appearing in "MAD," the American satirical comic magazine, first published in about 1950. They are humorous rivals against each other, staking their lives on destroying the opponent by placing TRAP items to enemies them. You as HECKEL or JACKEL, do your best to perform like a real masterspy and show everyone just how creative and imaginative your mind really is!

①	②
White Spy	Black Spy
Heckel	Jackel
(for 1 player)	(Computer)
Player 1	Player 2



HOW-TO-OPERATE

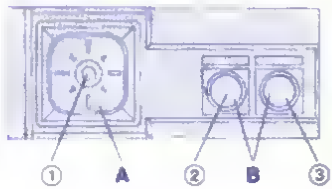
A Direction Controller
B Start Button

① Moves the SPY (✛)
② KICK button
③ PUNCH button
To open/close the door
To take (hold) of the items.
(5 items, TRAP items and TRAP prevention items)

HOW-TO-TRAP

1. Make sure that the ✛ appears on the TRAPULATER. (②)
2. Move the ✛ to select the TRAP (①)
3. Hold the TRAP item (except for the TIME BOMB) (③)
4. Go to the front of the thing in which the TRAP item is to be placed (①)
5. Place the TRAP item. (③)

NOTE
See pages (6 —7) for TRAP or TRAPULATER explanations.



HOW-TO-PLAY

PURPOSE OF THE GAME

Within the specified time limit, capture the following 5 items hidden behind the furniture in each room and escape from the exit to the airport!

① Bag
② Passport
③ Cash
④ Key
⑤ Confidential documents

In the room, the captured items except for , are shown in the form of a

As a matter of course, the KICK, PUNCH and TRAP fighting techniques can be applied against the opponent who may be aiming at capturing the same item.

NOTE

Before the time has expired, the player can challenge as many times as he wants to, even if he is repeatedly on the receiving end of the foe's PUNCH, KICK and TRAP techniques.
However, if he is downed, the item(s) will be taken away from him by the opponent, resulting in a time loss for the player.

STARTING

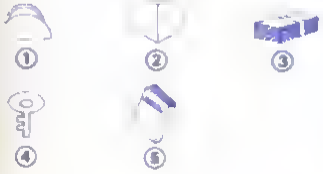
① (Push the CONTROL PAD 1 START button)

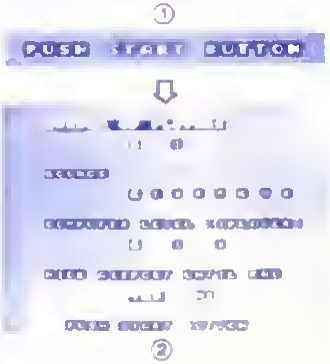
② By using the CONTROL PAD (↔), change the white characters into red ones, select the following conditions, and push the START button.

GAME OVER

In the following cases the game is over.

- When time is up.
- When the other spy has captured the 5 items and escaped first.





(A) NUMBER OF PLAYERS
1. PLAYER VS. COMPUTER
2. PLAYER 1 VS. PLAYER 2

(B) ROUNDS
Select the round you desire. As rounds advance, the number of on-screen rooms increases.

(C) COMPUTER LEVEL (1 PLAYER)
Choose the COMPUTER LEVEL. It can be selected only in the case of 1 player play.

APPLYING KICK, PUNCH
1 (weak) — 3 (strong)

APPLYING TRAP
1. COMPUTER (JACKEL: Black spy) does not attempt to trap you.
2. COMPUTER releases your TRAP.
3. COMPUTER applies TRAP and releases your TRAP.

(D) HIDE EXIT TO THE AIRPORT UNTIL THE END
Select whether or not to hide the EXIT to the AIRPORT until you capture the 5 items.

To hide ..... YES
Not to hide ..... NO

SELECTION
1. To change the white characters of (A) to (D) that you want to play, to red ones (3).
2. Select the playing conditions (Player 1 or 2, No. of the starting ROUND...1 8, COMPUTER LEVEL...1 3, HIDE EXIT TO THE AIRPORT UNTIL THE END...YES, NO) and push the START button.

NOTE
Pushing the START button without selecting anything will result in automatically starting the game based on 1 for the PLAYER, ROUND 8 COMPUTER LEVEL and YES TO HIDE AIRPORT UNTIL END.

① WHITE
② BLACK
③ TRAPULATER (see the following)

As shown below, the movements of the WHITE SPY and BLACK SPY are simultaneously shown on the screen. As such, the player can plan strategy while watching the enemy's movements.

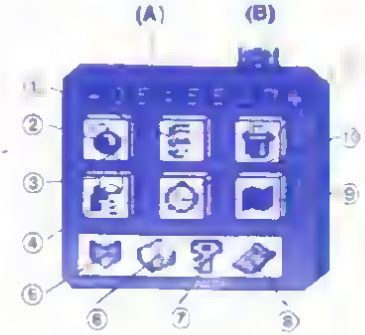
TRAPULATER (TRAPMETER)

(A) TIMER
As rounds advance, the specified time limit will become longer
However, the number of rooms also increases.

(B) WARNING LAMP
When the remaining time shown on the timer becomes less than 1 minute, a blinking and sound warning is given

1. SPRING
2. BOMB
3. ARROW
4. GUN (triggered when the door is opened)
5. PASSPORT
6. CASH
7. KEY
8. CONFIDENTIAL DOCUMENTS
9. MAP (see page 24)
10. TIME BOMB
11. ELECTRIC BUCKET

MONITOR
Capture the 4 items, i.e., the passport, cash, key and the confidential documents, put them in the captured bag that you are holding, and escape from the EXIT to the AIRPORT. In so doing, you successfully clear the round



TO EVADE THE HAZARDOUS TRAPS

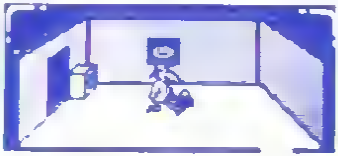
TRAPS	Where placed	Protective items	Where located
BOMB	Behind something other than the door	White bucket containing water	Firebox on the left side wall
SPRING	Behind something other than the door	Pliers	White toolbox on the right side wall
ELECTRIC BUCKET (red)	Beside the closed door	Umbrella	Coat rack
GUN (triggered when the door is open)	Beside the closed door	Scissors	First aid kit on the wall
TIME BOMB which explodes in 15 seconds	Somewhere in the room	There are no protective items from the room where the TIME BOMB is as soon as possible!	

NOTE
When the opponent spy is in the same room where you are, the TRAPULATER can't be used.
You can use the protective items in the above table's specified location as often as you desire. However, pushing the CONTROL PAD left side button will erase the item(s).

TO SWIFTLY ACCOMPLISH YOUR MISSION AND ESCAPE (Part 1)

CAPTURE THE BAG FIRST!

- A spy can hold only one item at a time. First, capture the bag and put the 4 items in it.
- If an item which appears on the monitor is not blinking, it has been located, however when the item is blinking, this signifies that you have captured it. Locate as soon as possible.



TO SWIFTLY ACCOMPLISH YOUR MISSION AND ESCAPE (Part 2)

WHEN YOU ARE IN THE SAME ROOM AS THE OPPONENT SPY. .

- You are free to escape to the other room or stay and fight with your foe. However in order to locate the items in that particular room, you must destroy the enemy first. Also, when you have an item(s) previously captured it is automatically released and returns behind something in the room After destroying the enemy, locate the item(s) again
- When battling with your foe, PUNCH and KICK techniques can be utilized The enemy spy can be destroyed when he is hit 8 times. Recover your energy by moving to the other room. Hitting each other at the same time will result in no damage.

WHEN YOU GET LOST, REFER TO THE MAP!

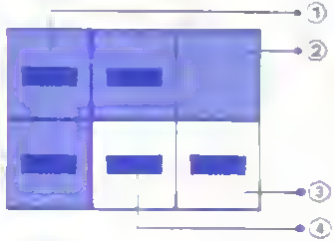
① Room where the items are hidden

② Room where the spies have never entered (red)

③ Room where SPY or SPIES have entered (yellow)

④ Room where the SPY or SPIES are in (blinking yellow)

To know the whereabouts of the "room connection," "rooms where the items are hidden," or "your own position," select the MAP by using the TRAPULATER and push the CONTROL PAD right side button.



SCORES

- To WIN in Kicking/Punching 80 points
- Snatching away an item captured by the enemy 80 points
- Using a protective item 40 points
- Placing a TRAP 30 points
- To lose in Kicking/Punching minus 20 points
- Using the MAP minus 70 points
- Downed by a TRAP minus 80 points
- Winning the game (Remaining time in seconds × 7) points

ADVICE FROM PROFESSOR PLAYOR

First of all, become proficient in capturing the 5 items! After mastering the various other ways of playing the game you can maximize your enjoyment by referring to the MAP reading the enemy's movements, trapping or evading a trap, etc.

HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

Do not get wet!

Do not bend!

Do not subject to any violent impact!

Do not expose to direct sunlight!

Do not damage or disfigure!

Do not place near any high temperature source!

Do not expose to thinner, benzine, etc.!

* Be especially careful not to stick anything on the SEGA CARD!

- When wet, completely dry before using
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water
- After use, put it in its CASE.

SCOREBOOK

Name			
Date			
Score			

Name			
Date			
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Name			
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Score			

Name			
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Printed in Australia